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Amendment dated Feb. 14, 2008
Reply to Office action dated Nov. 15, 2007

Amendments to the Specification

Please replace the paragraph at page 5, lines 9-32 with the following amended paragraph:

In a computer-based implementation, audio summary generating engine 8, audio file annotating engine 10, and rendering engine 12 may be implemented as one or more respective software modules operating on a computer 30. Computer 30 includes a processing unit 32, a system memory 34, and a system bus 36 that couples processing unit 32 to the various components of computer 30. Processing unit 32 may include one or more processors, each of which may be in the form of any one of various commercially available processors. System memory 34 may include a read only memory (ROM) that stores a basic input/output system (BIOS) containing start-up routines for computer 30 and a random access memory (RAM). System bus 36 may be a memory bus, a peripheral bus or a local bus, and may be compatible with any of a variety of bus protocols, including PCI, VESA, Microchannel, ISA, and EISA. Computer 30 also includes a persistent storage memory 38 (e.g., a hard drive, a floppy drive ~~126~~, a CD ROM drive, magnetic tape drives, flash memory devices, and digital video disks) that is connected to system bus 36 and contains one or more computer-readable media disks that provide non-volatile or persistent storage for data, data structures and computer-executable instructions. A user may interact (e.g., enter commands or data) with computer 30 using one or more input devices 40 (e.g., a keyboard, a computer mouse, a microphone, joystick, and touch pad). Information may be presented through a graphical user interface (GUI) that is displayed to the user on a display monitor 42, which is controlled by a display controller 44. Audio may be rendered by an audio rendering system 45, which may include a sound card and one or more speakers. One or more remote computers may be connected to computer 30 through a network interface card (NIC) 46.

Please replace the paragraph at page 12, line 31 - page 13, line 17, with the following amended paragraph:

Referring to FIG. 8, in some implementations, each audio summary may be associated with a pointer to a location in an audio piece (e.g., the location in the audio piece from which the audio summary was extracted). In these implementations, rendering engine 12 allows the user to

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jump back and forth between rendering audio summaries and rendering audio pieces. For example, rendering engine 12 initially may begin to render the sequence 145 of audio summaries 140-144 and transition audio segments 146-150. In response to user input at time T_1, rendering engine 12 follows a pointer from a given audio summary 140 being rendered to the corresponding audio piece 152 and begins rendering the audio piece 152 at the location specified by the pointer. In response to user input at time T_2, rendering engine 12 terminates rendering of audio piece 82-152 and resumes rendering audio sequence 145 by rendering transition audio segment 146 followed by audio summary 142. In response to user input at time T_3, rendering engine 12 follows a pointer from a given audio summary 142 being rendered to the corresponding audio piece 154 and begins rendering the audio piece 154 at the location specified by the pointer. If the end of the audio piece 154 is reached without any intervening user input, the rendering engine 12 resumes rendering audio sequence 145 by rendering the successive transition audio segment 148 after the end of audio piece 154 has been rendered (i.e., at time T_4).